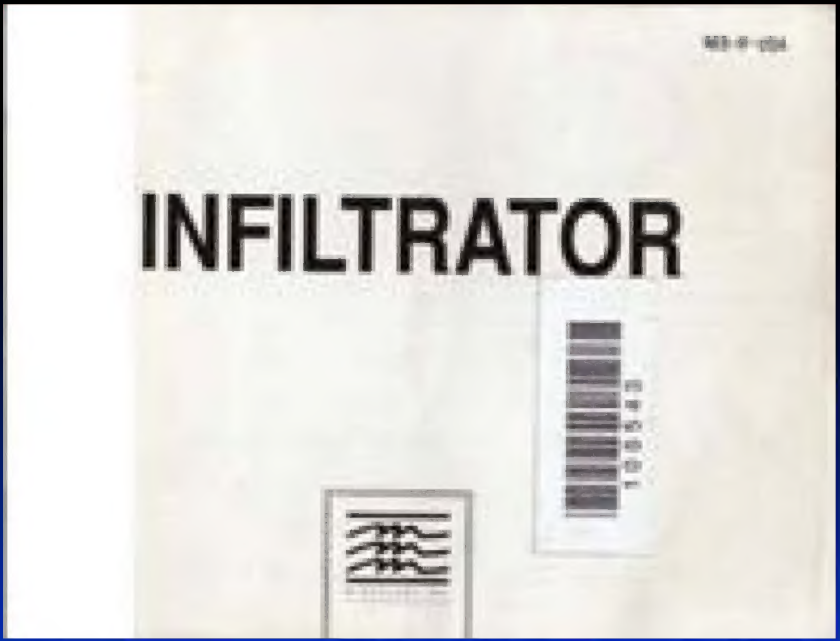
Nintendo ENTERTAINMENT SYSTEM



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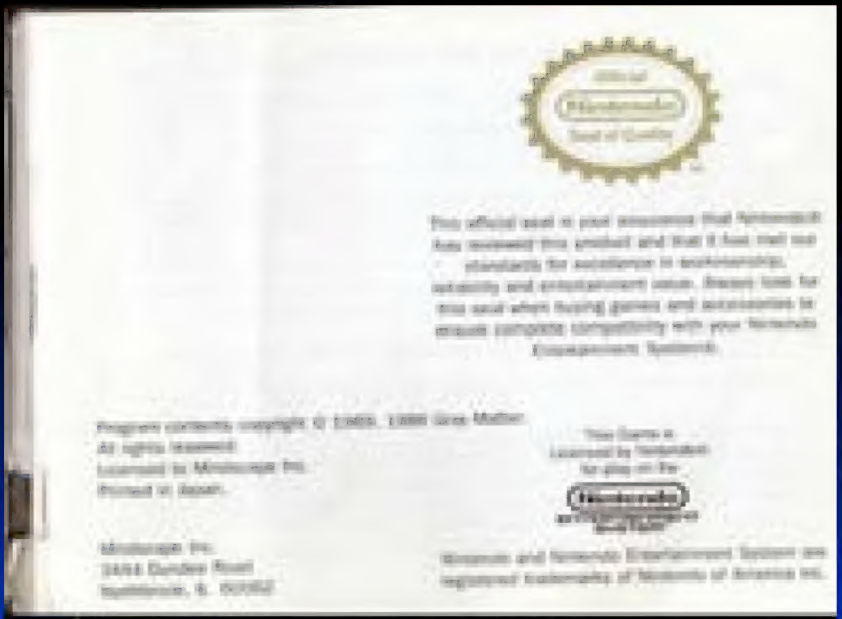

TOP TOP TOP TOP SECRET

Message to Captain Johnny "Jonny-Boy" McGibbons, AKA The Jolliest STOP

Re: The destruction of the world (or least). STOP

Captain: STOP
We need you STOP. The world is on the brink of destruction. STOP. Only you can save us. STOP. The Whatsang Enterprises Gizmo™ Zero 3 Attack Helicopter is on the pad STOP. The Mad Leader must be stopped. STOP. Only you can stop him. STOP. Stop him at all costs. STOP. Enclosed find a Gizmo™ flight manual, secret communication code names and other mission info, weapons, fun (with pre-post processing matter) and the McGibbons Guide to Ground Installation Infiltration (Pocket Edition). STOP

Good luck Jonny-Boy-the fate of the world is in your hands. STOP

Brigadier General Buntzen "Old Blood 'n' Guts" O'Shaughnessy

And now, the moment you've been waiting for...
You will begin all of your missions from Home Base, just beyond the border of the Mad Leader's country. At the base you will be briefed about your mission goal just before takeoff. You must successfully pilot your chopper from Home Base through enemy airspace and reach one of the Mad Leader's installations to complete the ground mission assigned during the briefing. There are three missions, each progressively more difficult.

In keeping with your growing rank, stature, and worldwide acclaim, [illegible]

Press any button to exit the title screen. You may start your first mission either at Home Base or at the Enemy Base: press the Select Button to move the arrow. When the arrow is pointing to the option you want to select, press any other button to begin. To attempt a higher level mission, choose ENTER PASSWORD FOR MORE. You will then be asked for a password, which would have been assigned at the end of the previous mission. Press Up and Down on the Control Pad to change letters; press Left and Right on the Control Pad to move the cursor. When the password is complete, press any button to proceed.

OWNER'S FLIGHT MANUAL

Whirlwind Enterprises
introduces the
Gunner™ Delta 3 Attack Chopper
"The Gruffmaster"

Your new Whirlwind Gunner™ Delta 3 Attack Chopper is loaded with the following helicopter features:

- Turbine Driven Dual Production Whirlwind Whirler™ engine
- Whirlwind Wasser™ air-to-air heat seeking missiles
- Anti-heat-seeking missile magnesium flares
- Anti-radar guided missile chaff dispenser
- Whirlwind Whumper™ turbo bomber
- Ultra-sophisticated communications systems
- State-of-the-art computer guidance, control, and surveillance systems
- Whirlwind Whisper™ silent travel capabilities

TAKEOFF PROCEDURES

Upon entering the cockpit of your Gunship, you will find yourself facing an ultra-sophisticated array of controls. At the bottom of the screen, note your hands holding the control sticks which control the movement of the helicopter. Take-off procedures are as follows:

1. Press the Start Button to start the engine.
2. When power exceeds 2000 RPM's, press DOWN on the Control Pad to lift off.
3. To accelerate, hold down the A Button and press UP on the Control Pad.

THE CONTROLS

CLIMB: Press **DOWN** on the Control Pad.
DIVE: Press **UP** on the Control Pad.
ACCELERATE: Hold down the **A Button** and Press **UP** on the Control Pad.
DECELERATE: Hold down the **A Button** and Press **DOWN** on the Control Pad.
BANK LEFT: Press **LEFT** on the Control Pad.
BANK RIGHT: Press **RIGHT** on the Control Pad.
SPIN CLOCKWISE: Hold down the **A button** and press **RIGHT** on the Control Pad.
SPIN COUNTER-CLOCKWISE: Hold down the **A button** and press **LEFT** on the Control Pad.

COCKPIT DISPLAYS

WARNING LIGHTS

Six warning lights are displayed at the top of the cockpit. If a hostile sounds and a light is flashing red, it indicates:

E. Engine damage
B. Battery overheated
O. Oil overheated
F. Fuel low
A. Altitude over below 200 ft.
R. RPM deficiency in engine or rotors

The warning lights will alert you to any hostile conditions that require immediate attention. You have some direct control over the **E**, **O**, and **A** warning lights. The **E**, **F**, and **R** lights refer to problems that cannot be corrected in mid-flight. In these cases, you should reach your destination as quickly as possible and avoid any further damage from air combat.

BATTERY AND OIL TEMPERATURE GAUGES

These gauges are located on either side of the warning lights the battery gauge on the left and the oil gauge on the right. When these gauges reach the danger zone, a bell-shaped hanging will be heard and the warning lights will begin to flash. If this happens, you must immediately slow your speed to reduce stress on the battery and turn off the Turbo to conserve oil.

FUEL GAUGE

Your fuel gauge is located on the right side of the cockpit. As your fuel decreases, the red bar will move from right to left. The tank is empty when the red bar disappears.

SPEED INDICATOR

Your airspeed indicator is located in the upper left corner of the Control Panel. It shows your present airspeed in knots. Maximum speed is 400 knots, or 800 knots with the Turbo engaged.

AUTOMATIC DIRECTION FINDER (ADF)

The ADF gauge is located at the top center of the Control Panel, and will aid you in pinpointing all the proper destination. Therefore, you may want to program it immediately after takeoff (see Communications). Once programmed, the ADF always points towards your destination. If the ADF is pointing straight up, you are on course and will eventually reach your target regardless of the compass heading. Moving off course will cause the ADF to turn, adjusting itself to the Game's orientation. To correct the orientation of the Game so that it is heading toward your destination, turn in the direction the ADF is pointing until the ADF points straight up again. If the ADF is turning randomly, it has not been properly programmed at the Communications Terminal. If the ADF is flashing and spinning rapidly, you are directly over your destination. In this case, you should pose down and proceed to land immediately.

ALTIMETER

RPM INDICATOR

ARTIFICIAL HORIZON

DIRECTIONAL COMPASS

MISSILES

CANNONS

CRAFT

Nintendo ENTERTAINMENT SYSTEM

FLARES

RADIO

STATUS

TURBO

WHISPER MODE

COMMUNICATIONS

ADF

SENDING AND RECEIVING MESSAGES

Nintendo ENTERTAINMENT SYSTEM

[redacted]

[redacted]

[redacted]

THE COMPUTER TERMINAL

TACTICAL MAP

STATUS DISPLAY

TACTICAL
TURBO
ENGINE
WEAPONS

LANDING PROCEDURES

THE McGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION

(POCKET EDITION)

THE MISSIONS

Mission One - [illegible]

Mission Two - [illegible]

GETTING STARTED

INVENTORY ITEMS

SLEEPING GAS

GAS GRENADES

IDENTIFICATION PAPERS

MINE DETECTOR

EXPLOSIVES

MISSION INTERFERENCE

MAPPING

[illegible]

Pro: [illegible]
Reduce: [illegible]

SEARCHING THE BUILDINGS

[illegible]

SILENCING THE ALARMS

[illegible]

LOCKED DOORS

MAKING YOUR ESCAPE

LIMITED WARRANTY

Minescape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Minescape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINESCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Minescape Inc. P.O. Box 1167, Numinous, IL 60005-1167.

Nintendo ENTERTAINMENT SYSTEM

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna.

-Relocate the NES with respect to the receiver.

-Move the NES away from the receiver.

-Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Nintendo ENTERTAINMENT SYSTEM

Venus's Lair